

Replacement Sheet

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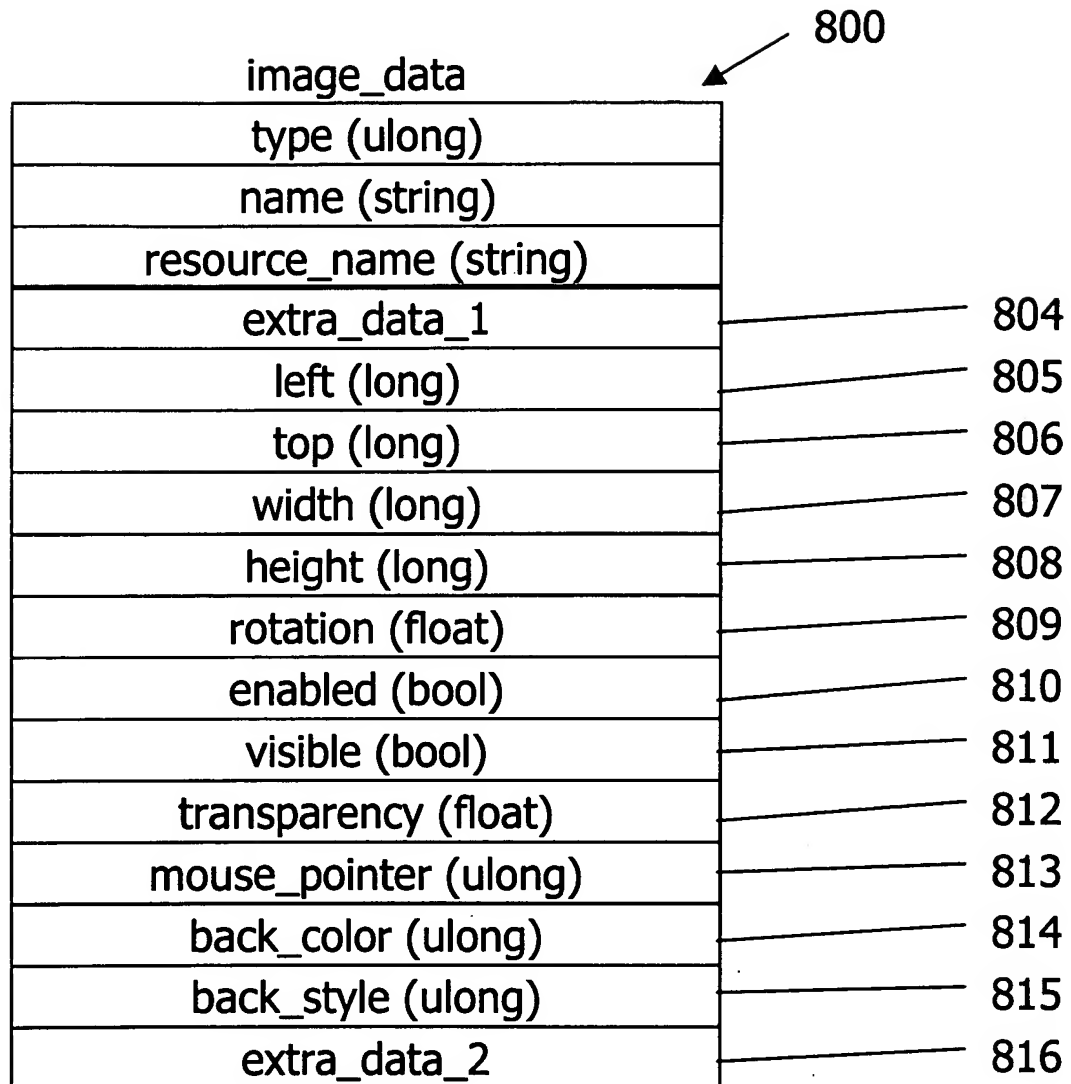


Fig. 8

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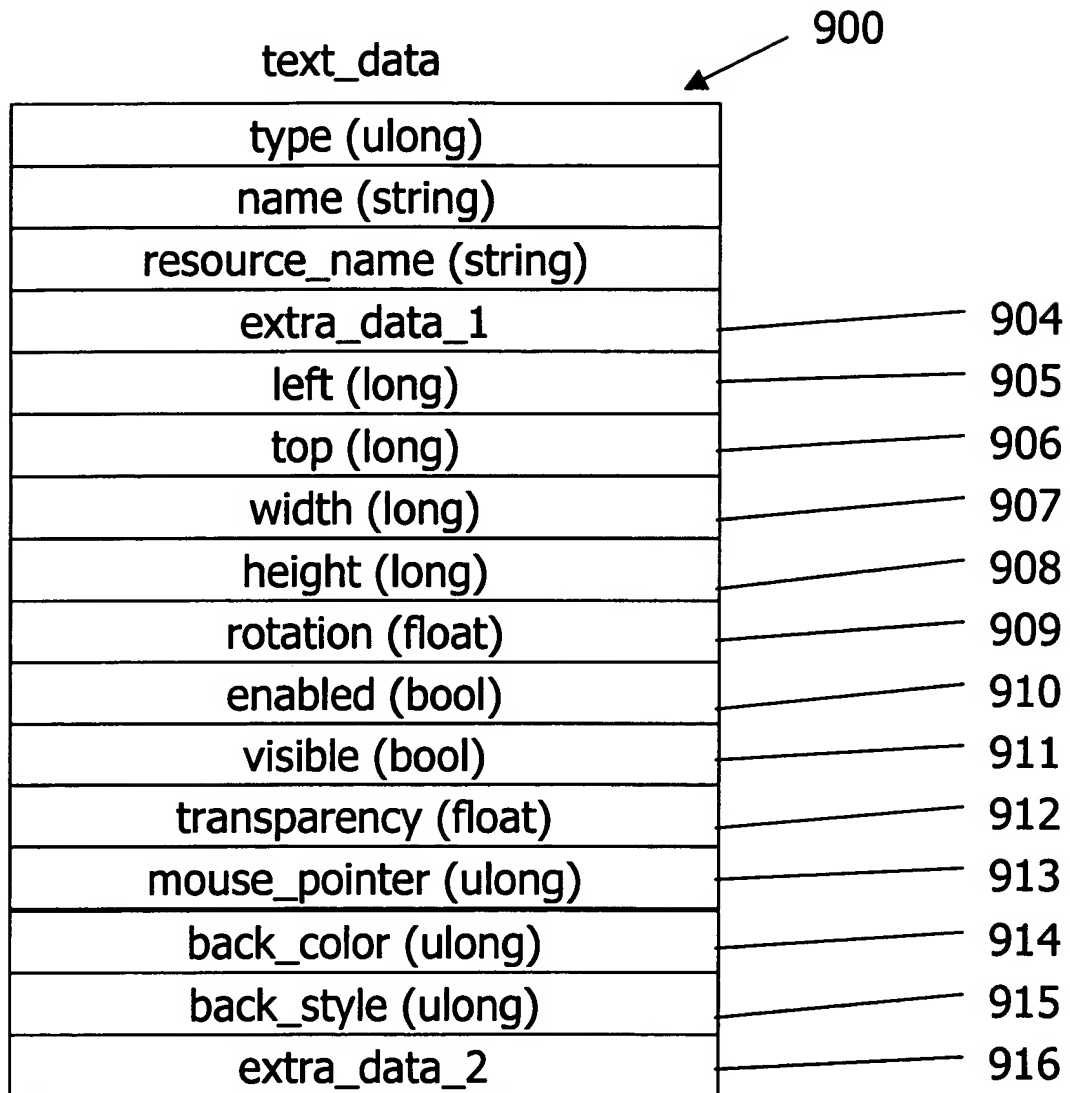


Fig. 9

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mesh_data		1000
type (ulong)		
name (string)		
resource_name (string)		
extra_data_1		1004
left (long)		1005
top (long)		1006
width (long)		1007
height (long)		1008
rotation (float)		1009
enabled (bool)		1010
visible (bool)		1011
transparency (float)		1012
mouse_pointer (ulong)		1013
back_color (ulong)		1014
back_style (ulong)		1015
extra_data_2		1016

Fig. 10

Replacement Sheet

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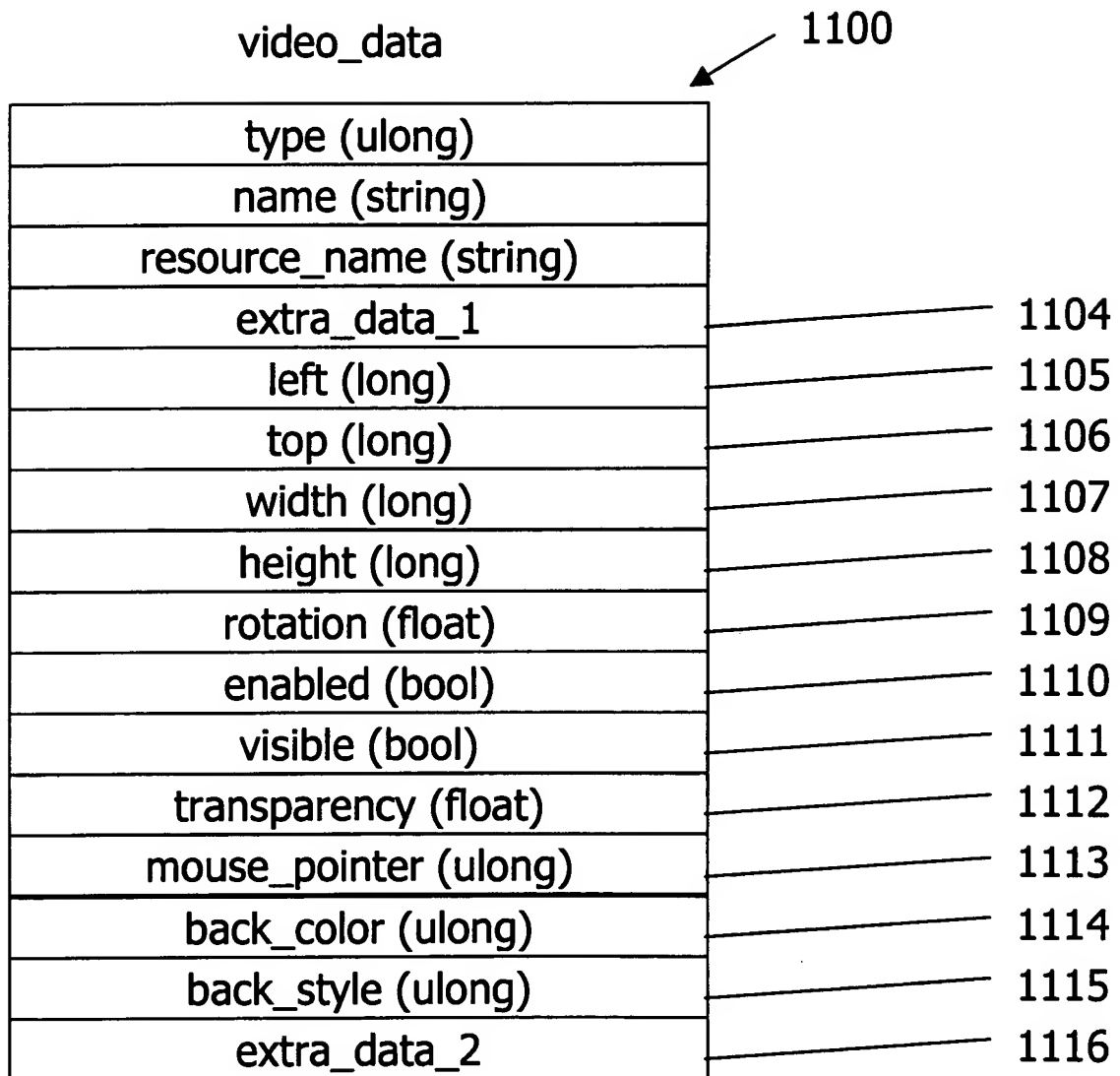


Fig. 11